Baltasar FernÃ¡ndez ManjÃ³n

List of Publications by Year
in descending order

146 papers	2,861 citations	236925 25 h-index	265206 42 g-index
156 all docs	156 docs citations	156 times ranked	1717 citing authors

#	Article	IF	Citations
1	Educational game design for online education. Computers in Human Behavior, 2008, 24, 2530-2540.	8.5	389
2	Applying standards to systematize learning analytics in serious games. Computer Standards and Interfaces, 2017, 50, 116-123.	5.4	91
3	Learning teamwork skills in university programming courses. Computers and Education, 2009, 53, 517-531.	8.3	83
4	Application of a low-cost web-based simulation to improve studentsâ€™ practical skills in medical education. International Journal of Medical Informatics, 2010, 79, 459-467.	3.3	77
5	<e-Adventure>: Introducing educational games in the learning process. , 2010, , .		76
6	Applications of data science to game learning analytics data: A systematic literature review. Computers and Education, 2019, 141, 103612.	8.3	75
7	Tracing a Little for Big Improvements: Application of Learning Analytics and Videogames for Student Assessment. Procedia Computer Science, 2012, 15, 203-209.	2.0	63
8	Game Learning Analytics: Learning Analytics for Serious Games. , 2016, , 1-29.		63
9	Serious games to prevent and detect bullying and cyberbullying: A systematic serious games and literature review. Computers and Education, 2020, 157, 103958.	8.3	57
10	Designing Serious Games for Adult Students with Cognitive Disabilities. Lecture Notes in Computer Science, 2012, , 603-610.	1.3	54
11	A documental approach to adventure game development. Science of Computer Programming, 2007, 67, 3-31.	1.9	52
12	E-Learning standards and learning analytics. Can data collection be improved by using standard data models?. , 2013, , .		51
13	Predicting students' knowledge after playing a serious game based on learning analytics data: A case study. Journal of Computer Assisted Learning, 2020, 36, 350-358.	5.1	51
14	An instrument to build a gamer clustering framework according to gaming preferences and habits. Computers in Human Behavior, 2016, 62, 353-363.	8.5	49
15	Application of Learning Analytics in educational videogames. Entertainment Computing, 2014, 5, 313-322.	2.9	46
16	Using a videogame to facilitate nursing and medical students' first visit to the operating theatre. A randomized controlled trial. Nurse Education Today, 2017, 55, 45-53.	3.3	46
17	A visual language for the creation of narrative educational games. Journal of Visual Languages and Computing, 2011, 22, 443-452.	1.8	45
18	Lessons learned applying learning analytics to assess serious games. Computers in Human Behavior, 2019, 99, 301-309.	8.5	45

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19	A narrative metaphor to facilitate educational game authoring. Computers and Education, 2012, 58, 590-599.	8.3	44
20	Instructor-Oriented Authoring Tools for Educational Videogames. , 2008, , .		42
21	Systematizing game learning analytics for serious games. , 2017, , .		41
22	A framework to improve evaluation in educational games. , 2012, , .		38
23	A methodology for assessing the effectiveness of serious games and for inferring player learning outcomes. Multimedia Tools and Applications, 2018, 77, 2849-2871.	3.9	38
24	Development of Game-Like Simulations for Procedural Knowledge in Healthcare Education. IEEE Transactions on Learning Technologies, 2014, 7, 69-82.	3.2	35
25	Using e-learning standards in educational video games. Computer Standards and Interfaces, 2013, 36, 178-187.	5.4	34
26	A Content-Centric Development Process Model. Computer, 2008, 41, 24-30.	1.1	33
27	Can educational video games increase high school students' interest in theatre?. Computers and Education, 2015, 87, 182-191.	8.3	33
28	Implications of Learning Analytics for Serious Game Design. , 2014, , .		32
29	Validation of a Cyberbullying Serious Game Using Game Analytics. IEEE Transactions on Learning Technologies, 2020, 13, 186-197.	3.2	32
30	Using game learning analytics for validating the design of a learning game for adults with intellectual disabilities. British Journal of Educational Technology, 2018, 49, 659-672.	6.3	30
31	Mobile Game Development for Multiple Devices in Education. International Journal of Emerging Technologies in Learning, 2009, 4, 19.	1.3	29
32	Towards a low cost adaptation of educational games for people with disabilities. Computer Science and Information Systems, 2014, 11, 369-391.	1.0	28
33	Authoring game-based adaptive units of learning with IMS Learning Design and ‹e-Adventure›. International Journal of Learning Technology, 2007, 3, 252.	0.2	27
34	Serious games as edX MOOC activities. , 2014, , .		27
35	Investigating the Impact of Gaming Habits, Gender, and Age on the Effectiveness of an Educational Video Game: An Exploratory Study. IEEE Transactions on Learning Technologies, 2017, 10, 236-246.	3.2	25
36	Implementing accessibility in educational videogames with ‹e-Adventure›. , 2009, , .		24

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37	Authoring and Reengineering of IMS Learning Design Units of Learning. IEEE Transactions on Learning Technologies, 2009, 2, 189-202.	3.2	22
38	Building adaptive game-based learning resources: The integration of IMS Learning Design and <e-Adventure>. Simulation and Gaming, 2008, 39, 414-431.	1.9	21
39	Easing assessment of game-based learning with ‹e-adventure› and LAMS. , 2010, , .		21
40	Serious games: A journey from research to application. , 2014, , .		21
41	Game-Like Simulations for Online Adaptive Learning: A Case Study. Lecture Notes in Computer Science, 2009, , 162-173.	1.3	21
42	Model-checking for adventure videogames. Information and Software Technology, 2009, 51, 564-580.	4.4	20
43	A Document-Oriented Paradigm for the Construction of Content-Intensive Applications. Computer Journal, 2006, 49, 562-584.	2.4	19
44	Using game authoring platforms to develop screen-based simulated functional assessments in persons with executive dysfunction following traumatic brain injury. Journal of Biomedical Informatics, 2017, 74, 71-84.	4.3	19
45	Enhancing moodle to support problem based learning. The Nucleo experience. , 2011, , .		18
46	Game learning analytics is not informagic!. , 2018, , .		18
47	Evaluation of semi-automatically generated accessible interfaces for educational games. Computers and Education, 2015, 83, 103-117.	8.3	17
48	A Game-Based Adaptive Unit of Learning with IMS Learning Design and <e-Adventure>. Lecture Notes in Computer Science, 2007, , 247-261.	1.3	17
49	Online Learning and Clinical Procedures: Rapid Development and Effective Deployment of Game-Like Interactive Simulations. Lecture Notes in Computer Science, 2008, , 288-304.	1.3	16
50	Game Analytics Evidence-Based Evaluation of a Learning Game for Intellectual Disabled Users. IEEE Access, 2019, 7, 123820-123829.	4.2	15
51	Title is missing!. Education and Information Technologies, 1997, 2, 193-206.	5.7	14
52	DOCUMENT-ORIENTED DEVELOPMENT OF CONTENT-INTENSIVE APPLICATIONS. International Journal of Software Engineering and Knowledge Engineering, 2005, 15, 975-993.	0.8	14
53	From Documents to Applications Using Markup Languages. IEEE Software, 2008, 25, 68-76.	1.8	14
54	Multiplayer role games applied to problem based learning. , 2008, , .		14

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55	Integrating Adaptive Games in Student-Centered Virtual Learning Environments. International Journal of Distance Education Technologies, 2010, 8, 1-15.	2.9	14
56	CONCEPTUALIZATION, PROTOTYPING AND PROCESS OF HYPERMEDIA APPLICATIONS. International Journal of Software Engineering and Knowledge Engineering, 2004, 14, 565-602.	0.8	13
57	Development of Educational Videogames in m-Learning Contexts. , 2008, , .		13
58	Do multi-user virtual environments really enhance student's motivation in engineering education?. , 2009, , .		13
59	A General Architecture for the Integration of Educational Videogames in Standards-compliant Virtual Learning Environments. , 2009, , .		13
60	uAdventure: The eAdventure reboot: Combining the experience of commercial gaming tools and tailored educational tools. , 2017, , .		13
61	Applicability of a Cyberbullying Videogame as a Teacher Tool: Comparing Teachers and Educational Sciences Students. IEEE Access, 2019, 7, 55841-55850.	4.2	13
62	Learning Models for the Integration of Adaptive Educational Games in Virtual Learning Environments. Lecture Notes in Computer Science, 2008, , 463-474.	1.3	13
63	NUCLEO: Adaptive Computer Supported Collaborative Learning in a Role Game Based Scenario. , 2008, , .		12
64	Language-Driven Development of Videogames: The ‹e-Game› Experience. Lecture Notes in Computer Science, 2006, , 153-164.	1.3	12
65	Adaptive Units of Learning and Educational Videogames. Journal of Interactive Media in Education, 2007, 2007, 5.	1.7	12
66	‹e-Adventure3D›. , 2008, , .		11
67	Coordinating Heterogeneous Game-Based Learning Approaches in Online Learning Environments. Lecture Notes in Computer Science, 2009, , 1-18.	1.3	11
68	A highly modular and extensible architecture for an integrated IMS-based authoring system: the ‹e-Aula› experience. Software - Practice and Experience, 2007, 37, 441-461.	3.6	10
69	Incremental definition and operationalization of domain-specific markup languages in ADDS. ACM SIGPLAN Notices, 2005, 40, 28-37.	0.2	10
70	Enhancing IMS LD Units of Learning Comprehension. , 2009, , .		9
71	Downtown, a Subway Adventure: Using Learning Analytics to Improve the Development of a Learning Game for People with Intellectual Disabilities. , 2016, , .		9
72	Simva: Simplifying the Scientific Validation of Serious Games. , 2019, , .		9

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73	Language engineering techniques for the development of e-learning applications. Journal of Network and Computer Applications, 2009, 32, 1092-1105.	9.1	8
74	Using videogames facilitates the first visit to the operating theatre. Medical Education, 2013, 47, 519-520.	2.1	8
75	Application of Game-like Simulations in the Spanish Transplant National Organization. Transplantation Proceedings, 2013, 45, 3564-3565.	0.6	8
76	Learning Analytics and Educational Games: Lessons Learned from Practical Experience. Lecture Notes in Computer Science, 2014, , 16-28.	1.3	8
77	Digital education in the classroom. , 2017, , .		8
78	<e-QTI>: A Reusable Assessment Engine. Lecture Notes in Computer Science, 2006, , 134-145.	1.3	8
79	Educational Modeling Languages. , 2007, , 27-40.		8
80	GLAID: Designing a Game Learning Analytics Model to Analyze the Learning Process in Users with Intellectual Disabilities. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 45-52.	0.3	8
81	A Flow-Oriented Visual Language for Learning Designs. Lecture Notes in Computer Science, 2008, , 486-496.	1.3	8
82	Bridging the Gap: Adaptive Games and Student-Centered VLEs. Lecture Notes in Computer Science, 2009, , 130-139.	1.3	8
83	e-Training DS: An Authoring Tool for Integrating Portable Computer Science Games in e-Learning. Lecture Notes in Computer Science, 2010, , 259-268.	1.3	8
84	Characterizing navigation maps for web applications with the NMM approach. Science of Computer Programming, 2008, 71, 1-16.	1.9	7
85	Deploying and debugging educational games using e-Learning standards. , 2012, , .		7
86	E-Learning Takes the Stage: From La Dama Boba to a Serious Game. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 197-204.	0.9	7
87	Applying learning analytics to simplify serious games deployment in the classroom. , 2014, , .		7
88	Building a Scalable Game Engine to Teach Computer Science Languages. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 253-261.	0.9	7
89	Improving Serious Games Analyzing Learning Analytics Data: Lessons Learned. Lecture Notes in Computer Science, 2019, , 287-296.	1.3	7
90	Building Learning Management Systems Using IMS Standards: Architecture of a Manifest Driven Approach. Lecture Notes in Computer Science, 2005, , 144-156.	1.3	7

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91	Production and Deployment of Educational Videogames as Assessable Learning Objects. Lecture Notes in Computer Science, 2006, , 316-330.	1.3	6
92	Computers in human behavior. Computers in Human Behavior, 2008, 24, 2475-2476.	8.5	6
93	Towards the Generalization of Game-Based Learning: Integrating Educational Video Games in LAMS. , 2010, , .		6
94	Experiences in using a MUVE for enhancing motivation in engineering education. , 2010, , .		6
95	Developing game-like simulations to formalize tacit procedural knowledge: the ONT experience. Educational Technology Research and Development, 2014, 62, 227-243.	2.8	6
96	Tools and approaches for simplifying serious games development in educational settings. , 2016, , .		6
97	Learning analytics for location-based serious games. , 2018, , .		6
98	Game Learning Analytics, Facilitating the Use of Serious Games in the Class. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 168-176.	0.9	6
99	Improving evidence-based assessment of players using serious games. Telematics and Informatics, 2021, 60, 101583.	5.8	6
100	Integrating Learning Analytics into a Game Authoring Tool. Lecture Notes in Computer Science, 2017, , 51-61.	1.3	6
101	From Story-Telling to Educational Gaming: The Bamiyan Valley Case. Lecture Notes in Computer Science, 2008, , 253-264.	1.3	6
102	Pragmatic user model implementation in an intelligent help system. British Journal of Educational Technology, 1998, 29, 113-123.	6.3	5
103	Production and Maintenance of Content-Intensive Videogames: A Document-Oriented Approach. , 2006, , .		5
104	Introducing Mokap. , 2015, , .		5
105	Making Understandable Game Learning Analytics for Teachers. Lecture Notes in Computer Science, 2018, , 112-121.	1.3	5
106	Evidence-based evaluation of a serious game to increase bullying awareness. Interactive Learning Environments, 2023, 31, 644-654.	6.4	5
107	Formal-Driven Conceptualization and Prototyping of Hypermedia Applications. Lecture Notes in Computer Science, 2002, , 308-322.	1.3	5
108	Building Educational Tools Based on Formal Concept Analysis. Education and Information Technologies, 1998, 3, 187-201.	5.7	4

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109	Learning Objects Definition and Use in ‹E-Aula›. , 2004, , 177-186.		4
110	Game·Tel: An approach to multi-format and multi-device accessible engineering education. , 2011, , .		4
111	Educational Game Development Approach to a Particular Case: The Donor's Evaluation. Transplantation Proceedings, 2015, 47, 13-18.	0.6	4
112	Acquiring 21st Century Skills: Gaining Insight into the Design and Applicability of a Serious Game with 4C-ID. Lecture Notes in Computer Science, 2014, , 327-334.	1.3	4
113	Building Applications with Domain-Specific Markup Languages: A Systematic Approach to the Development of XML-Based Software. Lecture Notes in Computer Science, 2003, , 230-240.	1.3	4
114	Enhancing Adaptive Learning and Assessment in Virtual Learning Environments with Educational Games. , 2012, , 144-163.		4
115	A Scalable Architecture for One-Stop Evaluation of Serious Games. Lecture Notes in Computer Science, 2020, , 69-78.	1.3	4
116	Developing Content-Intensive Applications with XML Documents, Document Transformations and Software Components. , 0, , .		3
117	A language-driven approach for the design of interactive applications. Interacting With Computers, 2008, 20, 112-127.	1.5	3
118	Guest Editorial: eGames and adaptive eLearning: A practical approach. Simulation and Gaming, 2008, 39, 316-318.	1.9	3
119	Translating e-learning Flow-Oriented Activity Sequencing Descriptions into Rule-Based Designs. , 2009, , .		3
120	Preliminary evaluation of three eyes-free interfaces for point-and-click computer games. , 2012, , .		3
121	Innovative Approaches to Serious Games. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 163-165.	0.9	3
122	A game engine to learn computer science languages. , 2014, , .		3
123	Requirements for educational games in MOOCs. , 2015, , .		3
124	The Design of a Flexible Hypermedia System. , 2000, , 51-66.		3
125	A Document-Oriented Approach to the Development of Knowledge Based Systems. Lecture Notes in Computer Science, 2004, , 16-25.	1.3	3
126	Extending a game authoring tool for ubiquitous education. , 2010, , .		2

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127	Using Low-cost computer-based simulations in the Spanish National Transplant Procedures. , 2013, , .		2
128	Metadata for Serious Games in Learning Object Repositories. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 95-100.	0.9	2
129	Development of a Game Engine for Accessible Web-Based Games. Lecture Notes in Computer Science, 2014, , 107-115.	1.3	2
130	Full Lifecycle Architecture for Serious Games: Integrating Game Learning Analytics and a Game Authoring Tool. Lecture Notes in Computer Science, 2017, , 73-84.	1.3	2
131	A First Step Towards the Web Engineering Body of Knowledge. Lecture Notes in Computer Science, 2005, , 585-587.	1.3	1
132	Enhancing Reusability of IMS LD Units of Learning: The e-LD Approach. , 2008, , .		1
133	CS training: Introducing mobile educational games in the learning flow. , 2010, , .		1
134	Guest Editorial: Joint Special Issue on Innovation in Technologies for Educational Computing. IEEE Transactions on Learning Technologies, 2018, 11, 2-4.	3.2	1
135	Applications of Simva to Simplify Serious Games Validation and Deployment. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 161-170.	0.9	1
136	Language-Driven, Technology-Enhanced Instructional Systems Design. Lecture Notes in Computer Science, 2009, , 725-731.	1.3	1
137	Towards Universal Game Development in Education. Lecture Notes in Computer Science, 2012, , 160-169.	1.3	1
138	Enhancing Adaptive Learning and Assessment in Virtual Learning Environments with Educational Games. , 0, , 578-597.		1
139	Using e-Learning Standards to Improve Serious Game Deployment and Evaluation. , 2022, , .		1
140	The second ACM international workshop on multimedia technologies for distance learning (MTDL) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50		0
141	Metadata for Educational Games in Online Repositories. , 2014, , .		0
142	Guest Editorial: Joint Special Issue on â€œInnovation in Technologies for Educational Computingâ€• IEEE Transactions on Emerging Topics in Computing, 2020, 8, 179-181.	4.6	0
143	Using Automatic Methods for Structuring Conceptual Knowledge in Intelligent Learning Environments. Lecture Notes in Computer Science, 1998, , 264-273.	1.3	0
144	Integration of formal concept analysis in a knowledge-based assistant. Lecture Notes in Computer Science, 1998, , 112-123.	1.3	0

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145	Simplifying the Validation and Application of Games with Simva. Lecture Notes in Computer Science, 2020, , 337-346.	1.3	0
146	A Tool Supported Approach for Teaching Serious Game Learning Analytics. , 2021, , .		0